



# ST ACE

June 1987

of Sonoma County

Issue #10



Eh, guess what  
Doc, The next  
club meeting is  
on June 18th!

Meetings are held at the West Santa Rosa Baptist Church, 3884 Sebastopol Rd, Santa Rosa. Go west on Highway 12 from Santa Rosa, turn left at the light at Wright Road (Fulton), go one block and turn left on Sebastopol Road. The church is on the right side of the road. We are in the building to the right of the Sanctuary.

All monthly MEETINGS ARE GENERALLY HELD ON THE THIRD THURSDAY OF THE MONTH at the same time and place.

## NEXT MEETINGS ACTIVITIES

Thursday, JUNE 18, at 7:30 WE WILL HAVE THE FOLLOWING PLANNED ACTIVITIES:

**A-CHART**, a VERY IMPRESSIVE 3-dimensional chart/graph program will be demonstrated.

**GOLD RUNNER**, a new game that has excellent graphics (big deal, you say?) along with the most advanced digitized sound effects of any game made to date.

**FOR BASIC PROGRAMMERS**, the much touted (and rightfully so) program, GFA Basic, will be demonstrated at this coming meeting. GFA Basic is not only one of the fastest running programming languages in existence, but is easy to learn. GFA Basic allows even beginner programmers to master dialog boxes, advanced graphics, etc. quickly, without a degree in computer programming.

**NEXT BEGINNERS' CLASS**, The next beginners' class will show you how to burn rubber with the ST's "Item Selector", the box that coughs up a list of files to choose from. 1st Word and other GEM programs use the Item Selector to let you choose which file to load, save, or

print, but how do you tell it to get stuff from Drive B? How do you tell it to look for files with a different three letter extender (.doc .txt .etc)? Once you change one of these things, how do you get it to look at the disk again and give you an updated list?

You will learn how to do these things quickly and easily at the next beginner's class. Jerry Mc Bride will be teaching the class.

**WE WILL NEED A LOT OF COMPUTERS AT THIS MEETING! PLEASE CALL GREG CORELL AT 575-3527 AND TELL HIM YOU'LL BRING YOUR COLOR ST!**

We need YOU, that's right, YOU, to bring your computer. We really need more participation this month. We will not have the big screen TV this time, and will need more individual systems to run the demo's and the beginners' class. The quality of the meeting hinges upon whether enough computers are brought. We need you to bring yours once in a while. Remember, if you bring your computer, you get five free blank disks, or two free club disks! Call Greg Correll at 575-3527 before the meeting day to make arrangements. Please be at the church no later than 7:00 PM. Systems brought late can not be set up in time. (Hint, bring one of those two-to-three prong adapters if you can. Many of the outlets at the church are only two-prong. There will be a few extra's at the meeting if you don't have one.)

## IN THIS ISSUE

Opus and Bill the Cat  
from Bloom County



## Board of Directors

Jim Oglesby - Program Director  
Mark Taylor - Membership  
John Fruchey - Color Librarian  
Jerry Mc Bride - Newsletter Editor  
John Filippello - Artist, Co-Editor  
John Haseltine - Treasurer





## News and Notes



I'd like to begin this news and notes with a plea to the club as a whole. Ken Williamson the Monochrome, Disk Librarian and assistant, resigned from the board. As you all know the club's disks are important to its welfare and what Ken did was make all that possible. Thanks Ken for your support and all your work in keeping the club above water.

The matter at hand now is that we need someone to take over as the Assistant Disk Librarian. The position requires that you be able to: reproduce the disks for sale at the meetings, help sell the disks at the meetings, and handle the mail-order sale of the disks. The duration of the job will probably last until we have general elections in the fall (I'll talk more about that later. Please volunteer for this position. It does not require much time investment and it can be fun to do.

Next, I would like to thank Steve Brown for bringing his Sony T.V. to the last STACE meeting. It was definitely a vast improvement over the small Atari screen. Maybe the club should buy one so that all may see. Again thanks Steve for helping out (applause).

Something of interest for the July meeting... Now this is the meeting after the next one. We want to have it a family affair so it will be held at Ragle Park in Sebastopol, Sat. July 18, from 2 to 6 p.m. and will be a picnic. ALL ARE INVITED whether you are a member or not. Anyway, there will be more details on this in the next newsletter.

There will be a huge Atari Show coming up this month. It will be held at the Santa Clara Convention Center June 19 and 20. Atari says it will be introducing the new Mega-ST and the Laser printer. Anyone interested in going and being in a carpool to the fair are advised to meet in the church parking lot where we have the meetings on Saturday morning the 20th.

The last bit of news is about elections for board members. There will be a general election in September of this year for all board positions. A nominating committee will be formed this June meeting. Nominations from the floor will be conducted at the August meeting. The elections will be held at the September meeting. If you

think you would like to be a board member or if you know someone who would do an excellent job, then by all means run for office or nominate someone. This is the time when most clubs fall on their faces because nobody wants to take the ball and run. Let's all participate to continue the success of our club.

The Board positions and their descriptions are as follows:

**President** - Presides at the meeting and oversees the performance of the other board members' activities.

**Program Chairperson** - Responsible for carrying out the board's decision on the planning of the meeting. Securing of the hall, contacting speakers, soliciting software for demos, and makes sure equipment is at the meeting place.

**Newsletter Editor** - Basically constructs the newsletter, edits submitted material, put into newsletter form using a desktop publisher, gets copies made, and mails out newsletter.

**Asst. Editor** - Helps the editor in the above.

**Treasurer/Secretary** - Keeps financial books on club's profits and expenses. Keeps minutes at board meeting.

**Membership Chairperson** - Accepts and processes new members, accepts membership money, enters new members into database, prints labels from database for mailings, and notifies members if membership is lapsing.

**Disk Librarian** - Finds new material and creates club public domain disks via modem or contact with other clubs, makes labels for disks, and writes disk of the month article for the newsletter.

**Asst. Disk Librarian** - Besides helping in the above, the Assistant will reproduce disks in quantity for sale at the meetings, and will handle the mail-order disk sales

There you have it. The jobs here are not that time consuming and can be very fun as well as a means of meeting new people. So please take part in this process. New ideas will make the club grow.





ON LINE

This was a download of a conference meeting on Compuserve which has been edited. We thought that there was some very interesting comments made pertaining to the industry as well as your computer...

Tonight at 9 PM EDT, we are pleased to have Trip Hawkins, CEO of Electronic Arts as our guest speaker. Our guest moderator will be Richard Rae (SYSOP Amiga Forum).

(18,Trip) Hello everyone

(18,SYSOP Mike S.) Rick: If Trip is ready, let's begin!

(18,Moderator) Trip, how about it? Ready to dig in?

(18,Trip) I'm ready, but can I make some opening remarks first? Thanks. First I'd like to explain what is going on with Batteries Included. The Krofchick brothers who founded BI as a retail store originally expressed an interest in retiring from software and since EA liked the BI brand and products, we bought them. We are especially excited about having the opportunity to improve the marketing, sales, and support of Degas Elite for the Atari ST and other fine programs like Thunder and PaperClip and others. We expect to introduce new products under the BI brand name, but don't have any announcements tonight however, I am sorry to say that BI had previously announced some new products that actually were never even in development or are "finishable" so sadly there is no assurance that we can deliver on their prior promises made before EA got involved. Another reason we're excited about BI is that we've started a subsidiary in Europe; based in England it has 8 employees now and as you may know there are more STs in Germany than in the US, so the larger worldwide ST market we can now serve will make it more attractive to develop new ST programs. I know many of you want to see Marble Madness, but we've tried and had a few false starts with it, and it is still up in the air. It is very hard to find great coders who will develop a program to our satisfaction and on a realistic financial basis, because the market is still relatively small BUT the good news is, we're now shipping Arctic Fox, and this summer we'll be shipping The Bard's Tale, and around the end of the summer we'll have Music Construction Set and Deluxe Print (for greeting cards, calendars, etc.), and from our

affiliated labels there will be Autoduel, Ultima IV, 221B Baker Street (DataSoft), Gridiron (a GREAT football simulation) and more to come. Our first new Batteries Inc. products may be announced at CES in June. We are also looking forward to supporting Atari's new Laser printer when it becomes available, and we will try to support it with DPrint and Degas Elite and perhaps others. With that summary of events, I am happy to open the floor for questions and discussion.

(18,Moderator) Thanks Trip an exciting lineup! let's begin! Asher, you were first.

(18,Asher @ TRINTEX) Do you envision any telecommunications based games where 2 Arctic Foxes combat?

(18,Trip) yes, it is an area we've looked at, and we may do something like that this coming year. Can't say what yet, though. I think in the future tele-games will be a big deal and we'd like to help get there.

(18,Francis Russo) Trip, Tell us How why not some softwares like bard's tale for atari 8-bits.

(18,Trip) Bard's requires too much disk and RAM for the Atari 800; and we have not found it financially viable to support the 130XE by itself. Further advice: try one of the Ultimas for the Atari 800, or write EA for a complete list of Atari 800 programs.

(18,Neil) I was wondering if you still plan on supporting the 8-bit line as strongly as you will be supporting the ST.

(18,Trip) We are working with some companies now, like DataSoft, that are supporting 8-bit Atari--you may have seen Alternate Reality which is quite nice. But as for EA, I'm afraid I can't be very encouraging. We came out with a fair number of 8-bit programs last year, and the sales were, ahem, awful.

(18,Tom Hudson) First, I'd like to say I'm looking forward to working with EA and would like to know what EA's plans are for software protection (games vs. applications, etc.)

(18,Trip) Thanks, Tom, and welcome aboard. Starflight for IBM was not copy protected; instead we included some paper parts and charts that were vital to success, and that seemed to work OK, although it was discouraging to see code wheel solutions on pirate BBSs within a few days of release. But it allowed users to install Starflight on their hard drive, and they were very happy. Nobody really likes copy protection, and we don't want to inconvenience users, but we are too paranoid about flushing our future down the drain if we don't protect games. For creativity and productivity programs, we already sell them as "key disk" products, so you can copy them and install them on hard drives, and then only briefly reinsert the original disk when you first request use; and



for the Amiga Deluxe Series we also sell unprotected backups for \$20. We've been doing that for almost a year now, and despite the fact that Deluxe sales have gone down, we'll probably continue that approach and expand it to cover BI products and Deluxe products for other CPUs.

- (18,Mickey Silver) What about Paper Clip Elite? Will it be released and when?
- (18,Steve Ahlstrom) (good question!)
- (18,Trip) Would Steve Ahlstrom care to comment further??
- (18,Steve Ahlstrom) Now that contracts have been finalized with EA it should not be very far off at all
- (18,Mickey Silver) weeks, months or years?
- (18,Trip) We're such perfectionists that it'll probably take longer.
- (18,Moderator) Trip, can you estimate a time frame or even guesstimate, just a rough window for us?
- (18,Trip) could be months.
- (18,Moderator) Months are better than years
- (18,DAVID @STUSER) will you be supporting users with updates and customer support on the present line on BI products.
- (18,Trip) YES!! We've already brought some of the BI support staff here and the phone gets answered and we'll get caught up on the old mail and upgrades ASAP.
- (18,Cherp!) I just wanted to know if they were going to change the software protection on BI products to Key disk protection.
- (18,Trip) Not immediately, but eventually we will have a standard policy for EA and BI, and would guess that we'll move towards key disk.
- (18,Woodsy) My REAL question Will EA be supporting the ST with PRODUCTIVITY software such as DPAINT II and especially D Music CS?
- (18,Trip) If you call Deluxe Print and Degas Elite productivity, yes But our focus is on the more "creative" end of productivity and we won't be chasing the spreadsheet and data base end. I'm not sure what we'll end up doing about DPaint and DMCS since we will already be selling Degas Elite and MCS.
- (18,Woodsy) MCS with Midi?
- (18,Asher @ TRINTEX) Do you see the ST becoming an entertainment device which the average consumer would place in an Audio/Video center in the home? Next to the Vcr and telephone?
- (18,Trip) Tough question; to achieve that (MCS will support MIDI, Woodsy Atari would have to license the ST to about 20 consumer electronics manufacturers and it would have to cost less. Instead, I think Atari will increasingly push the ST as a low-cost Mac alternative for Desktop Publishing, etc. and the real mass market consumer computer will be something more like CD-I. CD-I is 68000-based, with integral CD

player for audio, video, and computer programs/data and will be supported by dozens of firms who will drive the price down; CD-I expected to reach market mid-1988. Home banking will eventually be a big deal, but a big base of 256K+ CPUs is required, along with a national telecomm firm and a major bank, and the critical mass just isn't there yet. When it happens, it won't depend on a particular CPU, but instead on RAM and modems.

- (18,Julius) Trip, back to EA and BI. Has EA started shipping a portion of the BI product line? Basically I am asking about the availability of the products to distributors/dealers.
- (18,Trip) YES! WE are now selling and supporting BI: for the ST, Degas Elite, IS Talk, Lee Isgur's Portfolio System, Thunder, TimeLink and many other programs for C64, etc.
- (18,John/TCR) Will EA help push for the IFF format to become a standard on the ST as it has been on the Commodore-Amiga?
- (18,Trip) I think that is a great objective; we're supporting it with DPrint but we can't force other companies to use it, but it is public domain, so anyone can use it. You can get details on it from Commodore in West Chester PA.
- (18,Mike Lovelace) When you publish DPrint, will you support the Okimate 20 printer so you can produce actual color cards
- (18,Trip) Yes, I'm pretty sure, since DPrint is a color printing program on Amiga and works with the Oki 20.
- (18,Steve Ahlstrom) Are there any former BI employees currently permanent EA employees?
- (18,Trip) Darryl Grainger is already here and a few others are on the way, but they are only obligated to work with EA and get us trained for about 90 days, but who knows, maybe they'll like California, a few of us think it's OK (about 30 million of us, actually). I should add that as of Monday we will be handling ALL BI customer service calls at our California office; our regular support number is (415) 572-ARTS, and the special BI number is (415) 578-0316.
- (18,Alan Page) Will EA be using GDOS for printer/screen font output or will you go with your own custom drivers? DO you see GDOS as viable?
- (18,Trip) I know Degas uses GDOS but I dunno about DPrint.
- (18,Steve M.) Well, my MIDI question was answered but might Pinball Construction Set be ported to the st (still love that one).
- (18,Trip) There's a good chance, because a firm in France has it nearly completed for us. Regarding MULE, we have someone looking at that, but I'd say it's a high risk project so don't hold your breath. There's also something that never got started called Paperclip Publisher, and a few



others, but I'd rather not reannounce preannounced unavailable products that will have availability that is available or announceable (he he).

(18,Moderator) Duh

(18,Cherp!) With all the hoopla about new machines, could you comment on the Mac II and the PS/2? Do you think either of these computers will be successful and does EA plan to develop products for either of them?

(18,Trip) Nice hardware. We won't make a special effort to support either one since they are for business, and EA's focus is the home. I think the IBM announcement signals IBM's withdrawal from the personal computer business. Honestly, the "Personal System Slash Two??" They are obviously going to move steadily towards making their CPU more proprietary and raising the costs of a "work station" for their corporate customers who don't know any better. It was especially disappointing that the nice music board they announced sells for \$400 all by itself!! I'm more excited about what the Amiga 500 and Tandy 1000 might do this year and CD-I next. Germany is a very hot market for both Atari ST and Amiga-- at the CeBIT show in Hannover, the Atari and Commodore booths would make you think they were IBM!

(18,Moderator) Hehe

(18,Mike Lovelace) I was wondering if EA will produce Deluxe Video for the ST

(18,Trip) DVideo is a real tough one-- a big job that was designed around the Amiga and may be very tough to port anywhere.

(18,Mike Lovelace) Thanks

(18,Trip) Let's have some hot ones since there are only 10 minutes left. By the way, any of you Arctic Fox fans? How do you like it?

(18,Steve Ahlstrom) Is it any faster on the ST? AMiga version is too slow!

(18,Trip) Yes, ST A-Fox is faster -- the Amiga version didn't really optimize

(18,TED PABON) Arctic Fox is great, but I wish it had sound for movement.

(18,RICH @ST X-PRESS) We have been hearing about many vapor ware products and ones that will come out what about actual programs that will come out SOON? I like Arctic fox

(18,Trip) Re Rich at ST-Xpress, the ones out soon are Bard's Tale (and Autoduel and MCS and Gridiron, all for the ST by mid-summer, also Ultima IV.

(18,Moderator) Well folks, looks like that's gonna bout do it I'd like to close the CO now, and thank Trip for taking the time to be with us tonight and I'd especially like to thank the members of SIG\*Atari for inviting me to moderate. This was a nice CO. Thanks!

## ST ACE Public Domain

Each month this section will list the disks which are currently available, notices regarding errors on previous disks, and previews of new disks.

### LOOK WHAT'S COMING!

#### ST ACE Disk #25 - GFA BASIC

This disk contains a series of graphic and utility demos as well as three complete games written in GFA Basic. The program GFABASRO.PRG must be placed in each folder prior to running the programs or you must remove all material from folders in order to run the programs. The GFA program was placed on the root directory in order to put more material on the disk. If you are intrigued by these demos then contact your local dealer for a copy of this program. It is produced by MICHTRON and both the run time module and compiler are available from your dealer for about \$75.00 Each.

#### \* DEMOS

There are too many demos to be written here but they include color graphics demos (low res.), mouse editor, VDI sampler, special effects demos, sprite editor, and more.

#### \* MILLE

Based on the popular card game MILLE BOURNE by Parker Bros. The game is fully implemented and includes an instruction program (MILEINTR.BAS) as well as the game (MILEGAME.BAS). (Runs in Low Resolution only).

#### \* MONO

Monochrome graphics demo of a running horse. Also includes a sprite editor.

#### \* SOLITAR

Two different solitaire games, KLONDIKE and CANFIELD style. (Runs in low resolution only).

+ GFABASRO.PRG - Stands for GFA BASic Run Only program. This module runs previously created GFA programs. IT MUST BE PLACED IN THE FOLDER WITH THE PROGRAM YOU DESIRE TO RUN!! For some reason this version of GFABASRO.PRG cannot find files placed in folders unless it originates there also. This will mean moving files/folders to another disk prior to using the demos.[L/M/H]



## ST ACE Disk #26 - GAMES

This disk contains the following files and folders;

### \* BARNYRD

+ OLDFARM.PRГ - Excellent match-up game for children. See if they can pair up different animals in Old MacDonald's farm. Uses both graphics and text. Children learning to read can use this as a learning aid while children who have not yet learned to read can match up colors.[L]

### \* WHEEL

+ WHEEL.PRГ - Compiled GFA Basic game. Home version of the syndicated TV game show "Wheel of Fortune". The only thing missing is Vanna White! [Low only]

### \* YAHTZEE

+ YAHTZEE.PRГ - Compiled GFA Basic game. Excellent translation of strategy game, multiple player options. [M/H]

+ CHECKER.PRГ - Anyone for checkers? Includes multiple levels of difficulty. [Medium resolution only]

+ CLEWSO14.PRГ - Version 1.4 of CLEWSO, a whodunit mystery game. Question witnesses to solve a murder in a limited amount of time. Never the same plot twice! [M/H]

+ STONEAGE.PRГ - Commercial quality compiled GFA Basic game by David Addison (the man who brought us all MONOPOLY - STACE Disk # 18) Gain points by grabbing prizes but watch out for falling boulders! [Low res. only]

+ SUPERSIM.PRГ - Recreation of Super Simon. Repeat color and sound patterns given by the computer. Will increase in difficulty as you play. [Low res.]

You will notice that most of the programs on this disk are based on the GFA Basic language. Due to the popularity and speed of this new language we decided to try and show you just a small fraction of what it could do!

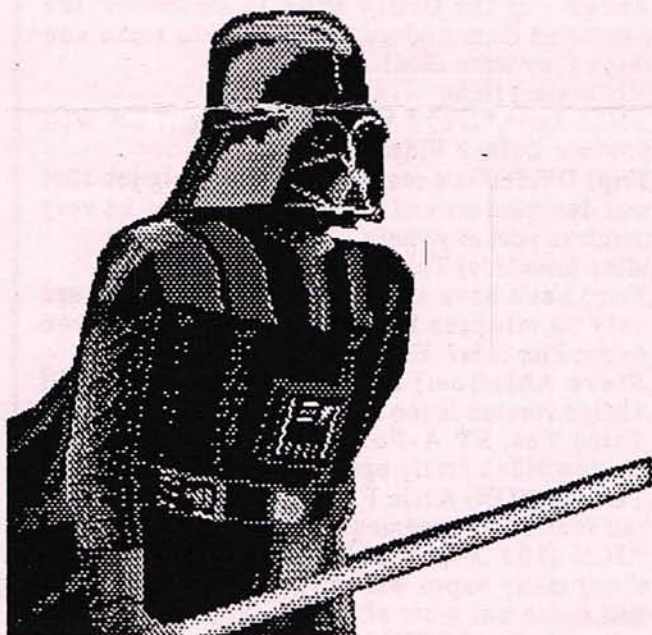
Other disks available by mail order are listed in previous issues. Please refer to these past issues of the newsletter for complete details.

## CLUB MEMBERSHIP

Annual dues for membership in the club are \$15.00 per family. You may join by paying your dues to Mark Taylor at Software 1st, or by mailing a check to him at 2173 W. Steele Lane, Santa Rosa, CA 95401. Make checks payable to ST ACE. You will be asked to fill out a membership application. Membership cards will be given out when you join.

Membership entitles you to:

- A Monthly newsletter.
- Public Domain disks for \$5 each, (non-members pay \$10).
- Purchase of blank disks at discount prices.
- 10% software discount at Software 1st.



May the  
**ST FORCE**  
be with you !



**P.D. DISKS BY MAIL**

Dear ST ACE, Please send me the following disks;

Disk #                      Disk Name

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 -----  
 -----  
 -----

Total number of disks \_\_\_\_\_ x \$5.00 = \_\_\_\_\_

Postage and handling fee = .75

TOTAL ENCLOSED = \_\_\_\_\_

My Name \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_ Zip \_\_\_\_\_

Mail check to: ST ACE - Attn. Disk Librarian  
 P.O. Box 3742  
 Santa Rosa, CA 95402

**NEW ST NEWS MAGAZINE**

By Jerry Mc Bride

A new Atari ST news magazine has just began distribution from a group in Grants Pass, Oregon. (I didn't know they even HAD computers in Oregon.)

ST Informer has just sent complementary copies to various people, and the newspaper-style tabloid is pretty darn good. A one year subscription is \$14.95, which entitles you to 12 (monthly) issues, the current month's public domain disk, and 50% off subsequent PD disks. Here's a short "paraphrase" from ST Informer...

A distressed AMIGA owner couldn't figure out why the SUPRA 20 MB hard drive for his computer cost \$100 more than the same drive for the ST. Willie Brown, an engineer with SUPRA, explained

that while the AMIGA is a great graphics and sound machine, it isn't a computer! The designers forgot about Input/Output (except for joysticks).

When asked when the new FAST controller would be available for the AMIGA, Brown laughed...

If you want to subscribe, send your name, mailing address, phone number, and check for \$14.95 to: ST Informer, 909 NW Starlite Place, Grants Pass, OR. 97526. Jerry Mc Bride will bring the Charter Issue to the club meeting for your inspection.





# Classifieds

*Do you have a classified ad for computer hardware, software, or accessories? Jot down your ad and give it to one of the board members during the monthly meeting.*

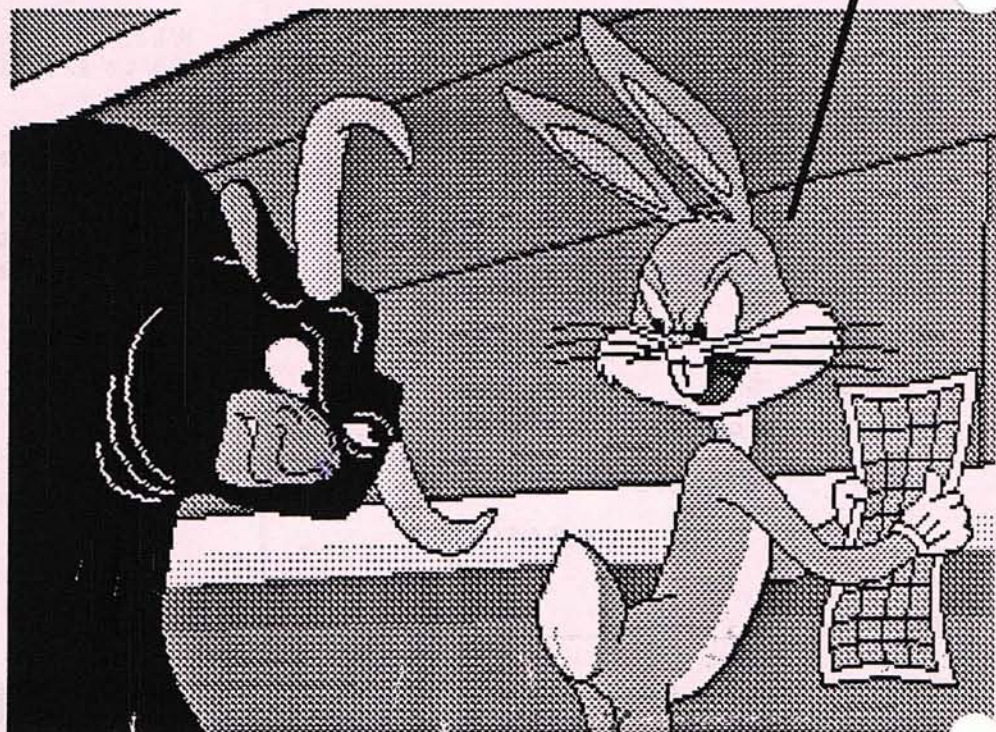
## HARDWARE

Yamaha DX100 Synthesizer w/midi. 196 preset instruments. <6 mo. old. \$375 576-7877

## NEED HELP?

Need help with your resume and need it laser set for that professional look? Do you have need of any logo or brochure? Do you own Publishing Partner but need tutoring to make it work for you? If yes, call David at 527-1311 and we'll see what we can do. Prices reasonable.

Hey Doc, how'd ya say ya get to that Atari club meeting?



ST  
ATARI  
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